

# Jan-Niklas Keck

## Gameplay Programmer

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### Jan-Niklas Keck

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Portfolio: [janniklaskeck.github.io](https://janniklaskeck.github.io)

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### Work Experience

08.2018 - 11.2018

#### **91interactive**/Software Developer

Stuttgart - Filderstadt

Gameplay Programmer for a Third-person adventure game prototype, developed with the Unity3D engine.

- Implementation of player abilities
- Implementation of NPCs
- Development of vital gameplay systems
- Creation of custom editor tools

03.2016 - 01.2018

#### **Robert Bosch GmbH**/Working student

Stuttgart - Feuerbach

Development of a Java based backend, used by internal services.

- Development of new services
- Maintenance and improving of existing services
- Setting up a Continuous Integration pipeline
- General improvements of the build processes

10.2015 - 02.2017

#### **Schacht**/Gameplay Programmer

Stuttgart - Vaihingen

Student project of a third-person platformer, developed in the Unreal Engine 4.

- Creation and adjustments of important player functionality
- Implementation of the player accessory system
- Implementation of the input settings
- Development of editor tools surrounding the built-in level editor

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## Education

03.2015 - 07.2018

### Media Computer Science, Hochschule der Medien

Stuttgart Vaihingen

Bachelor of Science (Grade 2,1)

Bachelor Thesis topic:

“Implementation of an abstract AI Framework for basic NPC Behaviour”

10.2011 - 04.2015

### Computer Science, Universität Stuttgart

Stuttgart Vaihingen

No degree

11.2001 - 06.2010

### Otto-Hahn Gymnasium

Nagold

Abitur (Grade 3.1)

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## Skills

### Programming languages:

- Java (Expert)
- C++ (Proficient)
- C# (Proficient)
- Python (Beginner)

### Game Engines:

- Unreal Engine 4 (Proficient)
- Unity3D (Proficient)

### Miscellaneous:

- Git (Proficient)
- SVN (Proficient)
- Jira (Proficient)
- Qt (Intermediate)

**Languages:** German (native), English (fluent)